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THE FELLOWSHIP BATTLES TO SAVE MERRY AND PIPPIN

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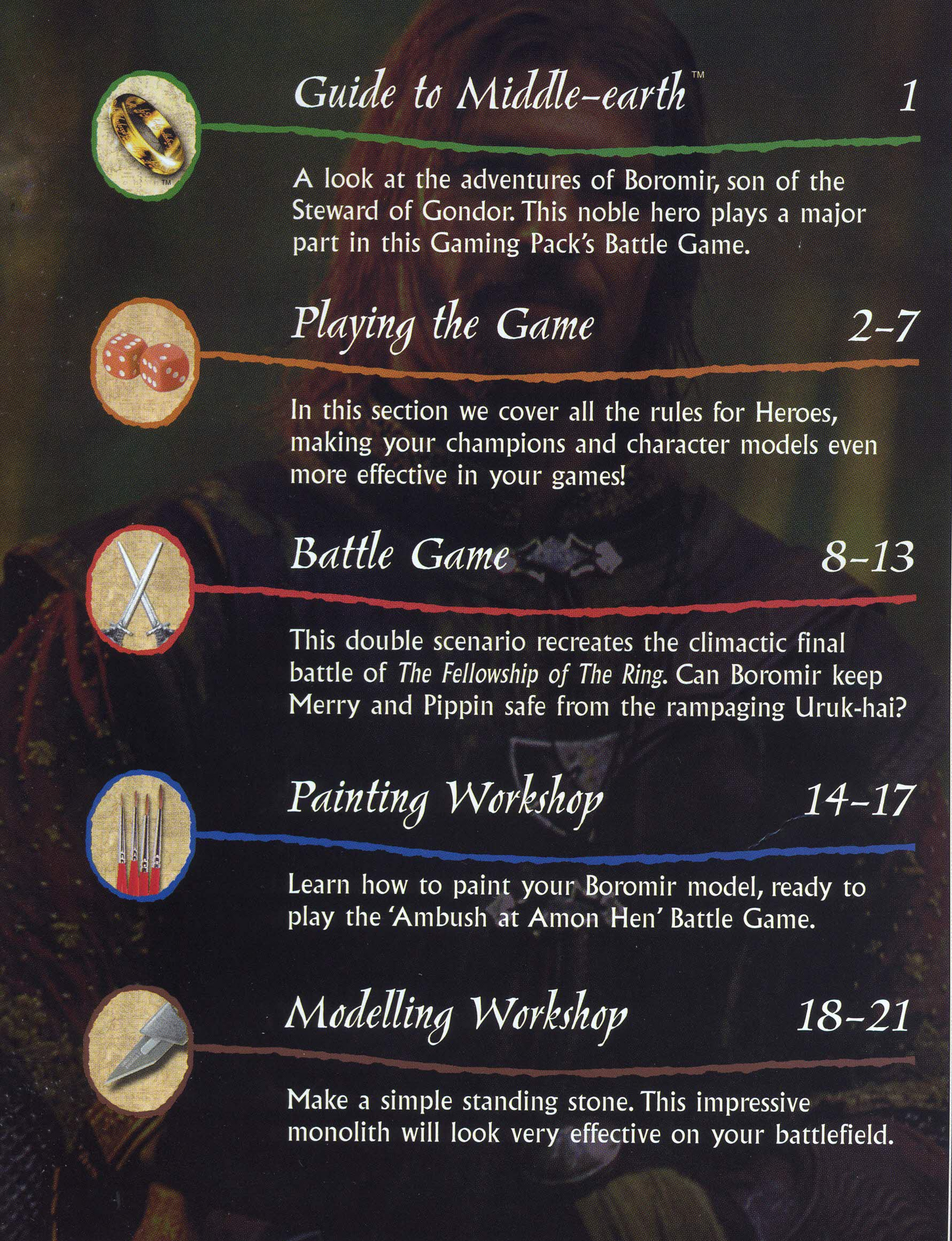

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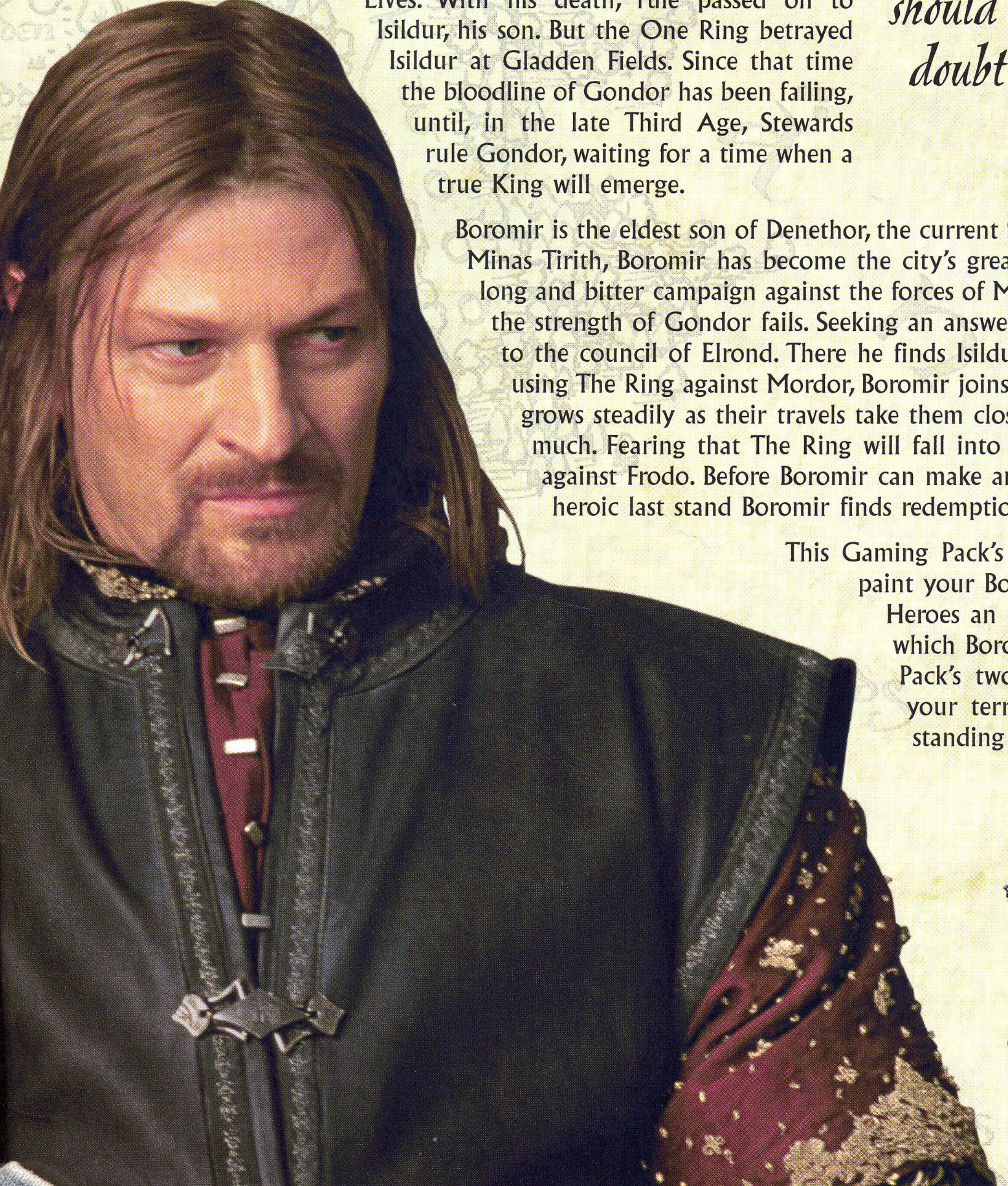
Boromir,™ Captain of Gondor

Charging into battle comes Boromir, Gondor's tragic hero. His dark obsession eventually leads him to break the Fellowship. This Pack features the climax of The Fellowship of The Ring *film as Boromir defends Merry and Pippin from the Uruk-hai.*

Gondor was once a mighty nation. Its ruler Elendil stood with Gil-Galad and Elrond against Sauron in the Last Alliance of Men and Elves. With his death, rule passed on to Isildur, his son. But the One Ring betrayed Isildur at Gladden Fields. Since that time the bloodline of Gondor has been failing, until, in the late Third Age, Stewards rule Gondor, waiting for a time when a true King will emerge.

> *'It is a strange fate that we should suffer so much fear and doubt over so small a thing'*
>
> BOROMIR™



Boromir is the eldest son of Denethor, the current Steward of Gondor. Raised in the capital, Minas Tirith, Boromir has become the city's greatest captain. He has led his people in a long and bitter campaign against the forces of Mordor. But as the Shadow's power grows, the strength of Gondor fails. Seeking an answer to his country's plight, Boromir travels to the council of Elrond. There he finds Isildur's Bane, the One Ring. Dissuaded from using The Ring against Mordor, Boromir joins the Fellowship. But the lure of The Ring grows steadily as their travels take them closer to Mordor, until finally it proves too much. Fearing that The Ring will fall into the hands of the enemy, Boromir turns against Frodo. Before Boromir can make amends for his actions, Lurtz attacks. In a heroic last stand Boromir finds redemption at the battle at Amon Hen.

This Gaming Pack's Painting Workshop shows you how to paint your Boromir model. Playing the Game gives all Heroes an edge with the rules for Might and Fate, which Boromir can use to stand his ground in this Pack's two-part Amon Hen Battle Game. Finally, your terrain collection expands with an ancient standing stone in the Modelling Workshop.

◄ SON OF GONDOR

Boromir is a proud and mighty captain of Gondor.

Heroes, Might and Fate

Heroes are able to perform extraordinary feats of skill and daring, far beyond the abilities of normal warriors. Fate also guides these remarkable individuals, occasionally intervening on their behalf to save them from dire peril.

In *Battle Games in Middle–earth,* Heroes are stern and dangerous people. They are able to engage and defeat many foes in combat and lead allies in glorious charges. Fate, luck and destiny often conspire to save them from certain death. Willpower and determination allow them to resist or even cast powerful magic. All these things and more can be represented in your games with the inclusion of the rules for Might, Fate and Will. This Playing the Game will explain the rules for Might and Fate, while the next Pack will cover the use of Will and Magic.

Heroic Characteristics

In addition to their base profile, Heroes have three more Heroic Characteristics. These are Might, Fate and Will. Normal warriors cannot have Heroic Characteristics, as these represent how Heroes stand out as being unique and exceptional. Might, Fate and Will are each represented by a different store of points. These are expended during a battle with varying effects as described below. As a player, it is up to you to decide when to spend these rare and precious points and keep track of what points remain. Once a Hero has spent all his points he can no longer use them. It is important to note that the Forces of Darkness have Heroes just as powerful and dangerous as those of the Free Peoples. Aragorn, Boromir and Gandalf are obvious examples of Heroes. Opposing them are such evil 'Heroes' as Saruman, Lurtz and even the terrifying Witch King.

▲ DWARVEN WARRIOR
Gimli slays many Uruk–hai with his mighty two–handed axe.

HEROES' BASE PROFILE

The following are two examples of Heroes' base profiles, with their Heroic Characteristics included.

	F	S	D	A	W	C	Move	M	W	F
Grishnakh	4/-	4	4	2	2	3	12cm/5"	3	1	1
Boromir	6/-	4	6	3	3	6	14cm/6"	6	1	0

Might

Might represents a Hero's ability to perform exceptional feats. Heroes can spend one or more of their available points of Might to adjust the result of any dice roll they make. Each point of Might expended adjusts the dice result up or down by one point, to a maximum score of 6 or a minimum of 1. You do not have to decide to use a model's Might until after the dice has been rolled, or until after both sides have thrown their dice to decide who wins a fight. Essentially this means Heroes can ensure the result they want – as long as they have enough Might points left. Might points can also be spent to perform Heroic Actions – more about this on page 5.

Shoot and Fight Phase

Might may be used to influence rolls to hit, rolls to win a fight and rolls to wound. Every Might point spent on a roll to wound adds +1 to the result. Sometimes two rolls are required if the opponent has a high enough Defence value. In this case every single Might point spent adds to both rolls. For example, Strength 3 against Defence 8 needs a 6 followed by a 4+ in order to cause a single wound. If you roll a 4 first and spend two Might points to add to this to make it a 6, then +2 is automatically added to your second roll. If you rolled a 1 next, it would actually count as a 3 and only one more Might point need be spent.

Move Phase

In the Move phase, Might can be used to affect the outcome of Jumping and Climbing tests. It can also be used to influence Courage tests. Might points can be spent on Will tests to cast or resist Magic – more on this in next Pack's Playing the Game.

▲ MOVE PHASE

Aragorn spends a point of his Might to jump the hedge. This prevents him being stuck on the other side.

▲ FIGHT PHASE

Gimli can spend a point of Might in order to draw this combat – therefore winning because of his higher Fight value.

◄ MULTIPLE COMBATS

Gamling may only spend Might points to alter his own rolls. In this case he must spend two points to draw the combat. Gamling wins the draw as his Fight value is higher than an Uruk-hai's.

'Let them come!'

GIMLI, AT THE BATTLE
OF BALIN'S TOMB

EXCEPTIONS TO THE RULE

- It is important to note that Heroes can only spend Might points to affect their own dice rolls. This means a Hero cannot spend one of his points to adjust a roll that another model, friend or foe, has made. It is therefore a good idea to roll a Hero's attacks separately, or use different coloured dice during a multiple combat.
- Might cannot be spent to modify the outcome of a 50/50 'random roll', such as a roll to decide who wins a draw in combat, a spotting roll, or a roll to see if a shot hits intervening models or terrain.
- Finally, Might cannot be used to influence the Priority roll.

Fate

Fate has influenced many people's lives during The War of The Ring. It placed The Ring in Frodo's hand and saved him from death at the hands of the Witch King and the Cave Troll. Conversely, fortune's favour seemed to leave Boromir at Amon Hen, where he paid for his moment of weakness with his life. The spending of Fate points in the game represents Heroes moving towards their ultimate destiny – allowing them to survive where others, less blessed than they, would surely die.

Using Fate Points

Any time a Hero suffers a wound, you can spend one or more of the Hero's Fate points and try to 'recover' that lost wound. The player rolls a dice, and on a score of 4, 5 or 6 the roll is successful and the Hero recovers one of his lost wounds.

Any amount of wounds can be recovered in this way, but a Hero can never have more wounds than the number shown on his base profile. A Hero can use as many Fate points as he has available to try to recover a wound. The player can roll one dice at a time until he makes the required score, runs out of Fate or decides to suffer the wound. Remember you can spend Might points on Fate rolls too. Each Might point spent adds +1 to the roll to recover the wound.

▲ FATE POINTS
To avoid suffering a wound, Frodo spends a Fate point.

Other Ways to Die

Fate points are commonly spent during combat, but a player can choose to use them if a Hero dies due to a fall or some other similar misfortune. In this case a successful result could mean the Hero has not fallen to his death but landed on something soft, placed in their path by some stroke of luck; this is how Aragorn was able to survive his fall over a cliff, for example.

'You fought bravely – you have kept your honour'

ARAGORN TO BOROMIR

◄ DEATH AT AMON HEN
Despite his considerable strength and prowess, Boromir is still fated to die at Amon Hen.

Heroic Actions

As you know, priority is decided in the first phase of the turn. Whichever side has priority that turn takes all their moves and shots first, and decides which order combats are fought in. These are the normal advantages you get for holding priority, as described in previous Packs of *Battle Games in Middle-earth*.

However, Heroes can push themselves beyond these normal boundaries with extraordinary feats of courage and daring, and act out of the usual sequence. At the start of the Move, Shoot or Fight phase, any individual Hero can spend a point of Might to make a 'Heroic Action'. The player must declare at the start of the phase which, if any, of his Heroes will spend a point of Might and make a Heroic Action. A Hero can make no more than one Heroic Action in each phase.

There are three types of Heroic Action:

- Heroic Move
- Heroic Shooting
- Heroic Combat

The effects of these Heroic Actions are explained in detail over the page.

More Than One Hero

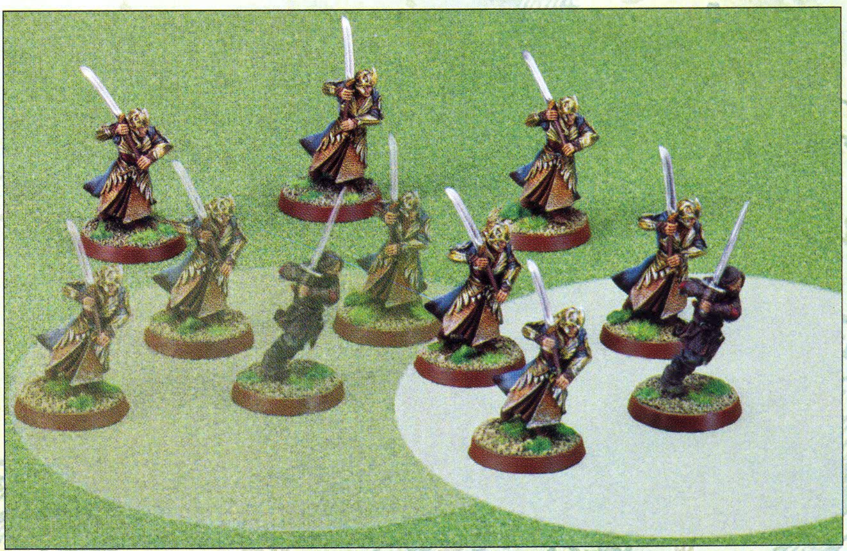
If both players want one or more of their Heroes to take Heroic Actions then you can roll a dice to determine which side goes first – 1, 2 or 3 for the Evil player; 4, 5 or 6 for the Good player. Once a Hero from that side has completed his Heroic Action then one of the opposing player's Heroes gets to take his Heroic Action. Continue to alternate Heroes like this until all Heroic Actions for that phase have been taken.

➤ **HELM'S DEEP**
Without the valiant efforts of Aragorn, Legolas and Gimli, the walls would have been overrun with Uruk–hai.

Heroic Move

When a Hero makes a Heroic Move at the start of the Move phase, he will move first, before the normal priority sequence. This isn't an extra move, but it allows the Hero to move first, even if the other side has priority.

In addition, the Hero can shout 'With me!' as he moves, and all friendly models within 14cm / 6" will move at the same time. Models moving in this way must end their move within 14cm / 6" of the Hero who made the Heroic Move.

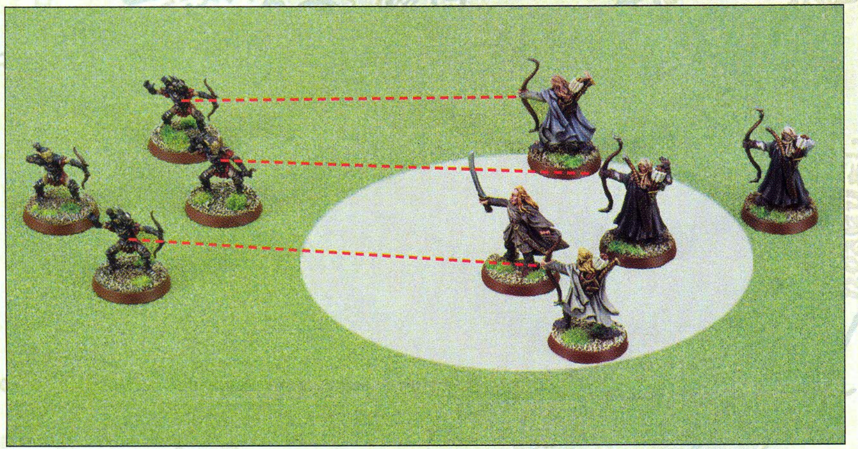


➤ HEROIC MOVE
A point of Might spent by Aragorn sees him and the three warriors within 14cm / 6" speeding towards the enemy.

Heroic Shooting

A Hero who is not in base contact with an enemy may declare a Heroic Shot at the start of the Shoot phase. This will allow him to fire a missile weapon – if he has one – out of the normal priority order, before any other models get a chance to shoot.

In addition, the Hero can shout 'Fire!' and all friendly models within 14cm / 6" may also shoot at this time, before the normal priority order. This represents a Hero's keen tactical insights and leadership abilities. The Hero can shout 'Fire!' even if he himself does not have a missile weapon to shoot with. A good example of this ability in action is during the Battle of the Last Alliance, where Elrond commands his archers to shoot.



▲ HEROIC SHOOTING
Haldir directs his troops to shoot at the Goblins by spending a point of Might.

TOP TIP

The Battle Game in this Pack, 'Ambush at Amon Hen', uses a wide selection of Heroes, both Good and Evil, and will allow you to try out all the new rules. However, if you want a simpler introduction, try playing out some of the Battle Games from earlier Packs with the new rules added in. 'Goblin Ambush' from Pack 1 and 'Defend the Ruins' from Pack 6 are both ideal. Remember that with his new heroic abilities, Aragorn is even more powerful, so the Evil side will need quite a few extra models to keep it a fair fight.

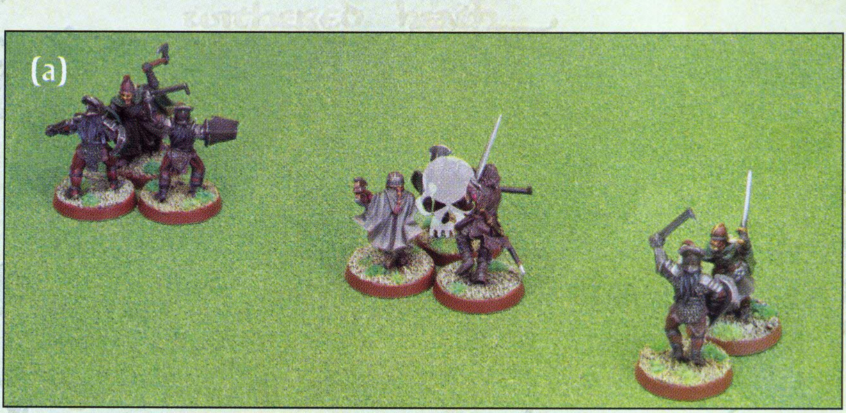
> *'Legolas – two already!'*
>
> GIMLI
>
> *'I'm on seventeen!'*
>
> LEGOLAS – KEEPING SCORE AT HELM'S DEEP

Heroic Combat

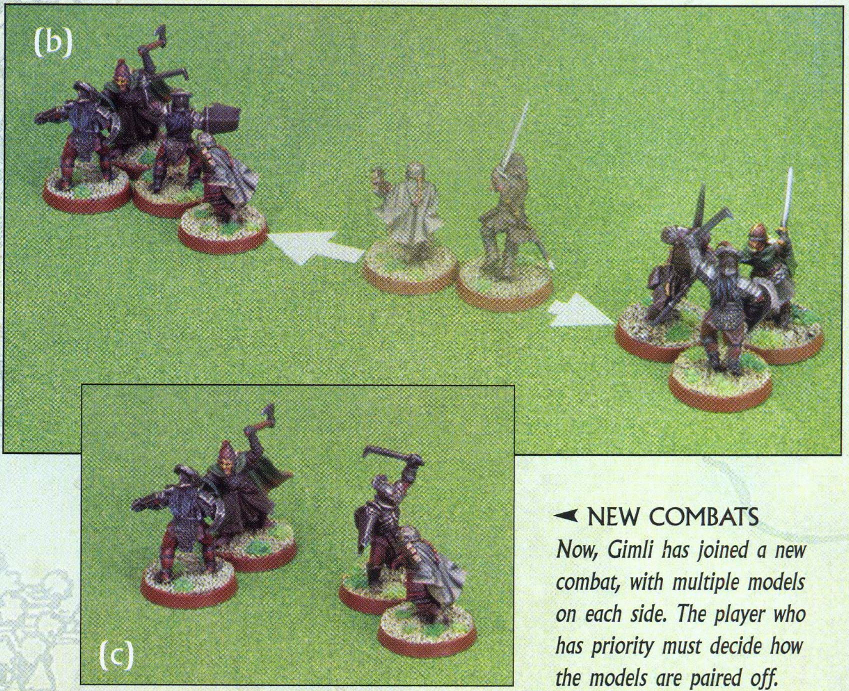
After combats have been paired off, a Hero may spend a point of Might to fight a Heroic Combat. This combat is resolved straight away, overriding the order of combat as decided by the player with priority (pic a). Remember, whoever holds priority for that turn still pairs off multiple combats at the start of the phase, before Heroic Combat actions are declared.

If all enemy models are killed in that Heroic Combat, then the Hero and any friendly models who are also part of the combat may move again, before proceeding with the remainder of the Fight phase. This is an extra move, up to the models' full regular distance, with factors such as terrain affecting the move as usual. They may even move into touch with new enemies or join other combats, for example (pic b). When a warrior moves to join another combat, this may mean that the combats need to be divided again (pic c).

NB. A warrior can only take advantage of Heroic Actions once each phase. For example, a Hero cannot fight in a Heroic Combat, move to join another fight that also has a Hero who is performing a Heroic Combat, and then move again.



▲ HEROIC COMBAT
Aragorn declares a Heroic Combat, and he and Gimli kill their only opponent.



➤ EXTRA MOVE
Now that they are unengaged, Aragorn and Gimli move again and both enter new combats.

◄ NEW COMBATS
Now, Gimli has joined a new combat, with multiple models on each side. The player who has priority must decide how the models are paired off.

EXCEPTIONS TO THE RULE

Once a model has moved or shot, it has completed its movement and shooting for that phase. The Heroic Action enables the model to move or shoot first but does not enable it to move or shoot twice. A model that happens to be within 14cm/6" of a series of Heroes making Heroic Moves cannot move along with each – it only moves once! Heroic Combat is slightly different because a model gets the chance to move and fight a second time. However, a model can only benefit from a Heroic Combat once per Fight phase.

Ambush at Amon Hen

The Uruk–hai ambush on the Fellowship at Amon Hen is the tense climax of the first The Lord of The Rings *film,* The Fellowship of The Ring. *This Battle Game is presented in two parts to represent that breathtaking finale.*

This double scenario revisits the finale of *The Fellowship of The Ring.* Boromir has tried to take The Ring from Frodo's hand, and the Ringbearer has fled the Fellowship with his loyal friend Sam. All the other members of the Fellowship are scattered around the ancient hill of Amon Hen looking for the missing Hobbits when they are ambushed by a large force of Uruk-hai led by the evil Lurtz. The minion of Saruman has clear orders – he is to capture the Hobbits and take them back to his master. Nothing else matters and nothing must get in the way!

This Battle Game is centred on the mighty Heroes of the Fellowship, and is best played using the new rules you have learned for Might and Fate. It is divided into two linked episodes, and the result of the first will influence the setting of the second. The details of how this happens will soon be clear, so keep reading and have fun!

Might and Fate

Using the new rules for Heroes presented in this Pack, your Heroes are even more powerful than before. This means that the Uruk-hai will have a much tougher time trying to kill them!

If you are not yet confident with the rules for Heroes as presented on pages 2-7, then alternative forces are listed opposite for you to use. The game will be just as fun and balanced regardless of whether or not you use Might and Fate. However, the use of the new rules for Heroes is heartily recommended for the tactical opportunities they create.

THE COMBATANTS

Scenario 1 – To the Rescue!

On the Good side there are Aragorn, Legolas and Gimli. On the Evil side there are 16 Uruk-hai and an Uruk-hai Captain. If you are not using the new rules for Might and Fate, then the Evil player uses 10 Uruk-hai and an Uruk-hai Captain.

Scenario 2 – Capture the Halflings!

On the Good side there are Boromir, Merry and Pippin. On the Evil side there are Lurtz and 12 Uruk-hai warriors. If you are not using the Might and Fate rules, then the number of Uruk-hai warriors on the Evil side is reduced to 8.

THE FELLOWSHIP

'They will take The Ring!'

BOROMIR TO FRODO

Spied upon by the agents of the evil Saruman, The Fellowship are attacked every step of the way, until finally, at the summit of Amon Hen, they are caught in an ambush by the fighting Uruk-hai. The Uruk-hai have orders to capture the Halflings, and set their sights on Merry and Pippin. Returning at the last moment, Boromir bravely tries to save the two Hobbits, while the others race to the rescue. Can Aragorn, Legolas and Gimli reach them before it's too late?

THE URUK-HAI

Marching by day and night, letting nothing stand in their way, the Uruk-hai arrive at Amon Hen to find the Fellowship on the verge of breaking. Attacking with purpose-bred ferocity, they mercilessly seek out the remaining Hobbits, intent on carrying them off to their master Saruman. The timely intervention of Boromir has bought the Halflings a reprieve, but now the Son of Gondor must face his toughest challenge – Lurtz!

BASE PROFILES

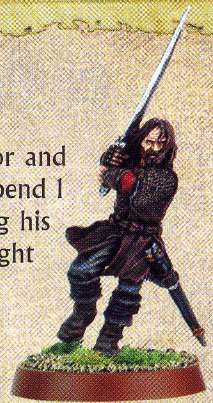
NB. All characters are assumed to have hand weapons, unless specifically stated otherwise.

	F	S	D	A	W	C	Move	M	W	F
Aragorn	6/3+	4	5	3	3	6	14cm/6"	3+1	3	3
Legolas	6/3+	4	4	2	2	6	14cm/6"	3	2	2
Gimli	6/4+	4	8	2	2	6	12cm/5"	3	2	2
Boromir	6/-	4	6	3	3	6	14cm/6"	6	1	0
Merry	3/-	2	3	1	1	4	10cm/4"	0	0	1
Pippin	3/-	2	3	1	1	4	10cm/4"	0	0	1
Lurtz	5/4+	4	6	2	2	4	14cm/6"	3	1	1
Uruk-hai Captain	5/4+	4	6	2	2	4	14cm/6"	2	1	1
Uruk-hai	4/-	4	6	1	1	3	14cm/6"	-	-	-

Aragorn

Wargear: Bow.

Mighty Hero: Aragorn is a mighty warrior and heir of the Kings of Gondor. He may expend 1 point of Might per turn without reducing his Might store. Any additional points of Might expended during his turn will reduce his Might store as normal.



Legolas

Wargear: Elven bow.

Deadly Shot: Legolas is an expert archer even by the standards of his race. To reflect his prodigious skills, Legolas is allowed to shoot three times in the Shoot phase instead of once.

Gimli

Wargear: Two-handed axe and throwing axe. Gimli can use either a hand weapon (an ordinary axe) or his two-handed axe, though not both at the same time.

Boromir

Wargear: Shield and Horn of Gondor

Horn Blast: The blast of Boromir's horn is enough to drain the bravest foe of resolve. Boromir can blow the horn at the start of a fight if he is outnumbered by two-to-one or more. The enemy combatant with the highest Courage must take a Courage test (see Pack 10's Playing the Game). If this is passed the combat is fought as normal. If the test is failed Boromir automatically wins the fight and can strike blows against his enemies.

Lurtz and Uruk-hai Captain

Wargear: Heavy armour and shield. The bonus for these is already included in their profiles shown above. Lurtz also has an Orc bow.

Scenario 1 – To the Rescue!

The Gaming Area

The game is played on a 120cm/4′ x 120cm/4′ table. The seeing seat is on a hill at the centre of the Good side's deployment area (see picture below), although this can easily be represented by a normal hill, especially one with rocks on it as demonstrated in Pack 4. Trees and areas of rocky terrain are scattered around the rest of the table. One of the table edges is considered to be the River Anduin.

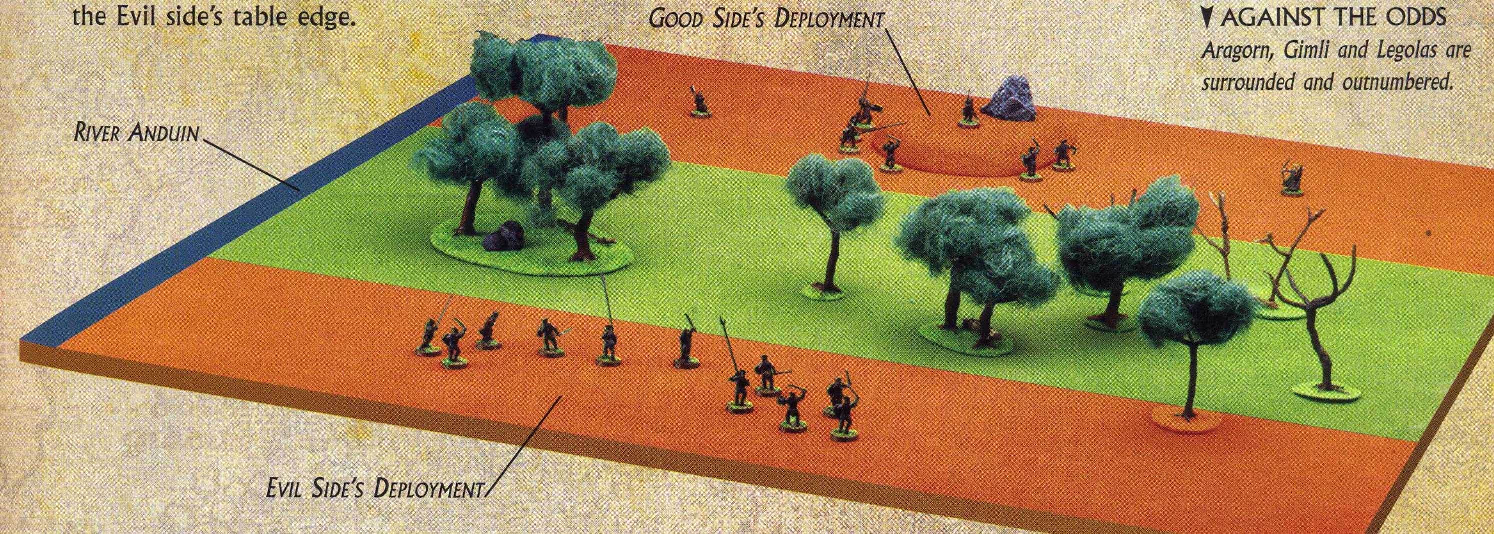
Starting Positions

Aragorn is deployed first, on the hill of Amon Hen, up to 30cm/12″ away from the Good side's table edge. Six Uruk-hai warriors are then deployed 10cm/4″ away from Aragorn. Legolas and Gimli are then deployed anywhere that is at least 20cm/8″ away from the Uruk-hai and up to 30cm/12″ from the Good side's table edge. Finally, the remaining Uruk-hai and the Captain are deployed within 30cm/12″ of the Evil side's table edge.

▲ *The Uruk-hai raiding party attacks the Fellowship.*

▼ AGAINST THE ODDS

Aragorn, Gimli and Legolas are surrounded and outnumbered.



Special Scenario Rules

This double scenario is a race against time. Keep track of the number of turns that have expired during 'To the Rescue!' and record in which turn each Good side Hero leaves the table by moving off the Evil side's table edge.

WINNING THE GAME

The Heroes of the Fellowship have to move as quickly as possible off the table, from the Evil player's table edge, in order to help the beleaguered Hobbits. The Uruk-hai must delay them as long as possible and inflict as much damage as they can. It should be clear from the beginning that the Uruk-hai force is not strong enough to kill the Heroes, but it can certainly buy some time for Lurtz to capture the Hobbits and knock a few points of Might off the Good side, weakening them in the next scenario.

Scenario 2 – Capture the Halflings!

The Gaming Area

The game is played on a 120cm/4′ x 120cm/4′ table. Trees and areas of rocky terrain are placed over the entire table. The river Anduin flows along one of the long table edges, making it impassable (see picture below). You can use the standing stone, rubble and ruined buildings you learned to make in previous Packs to represent the ancient ruins around Amon Hen.

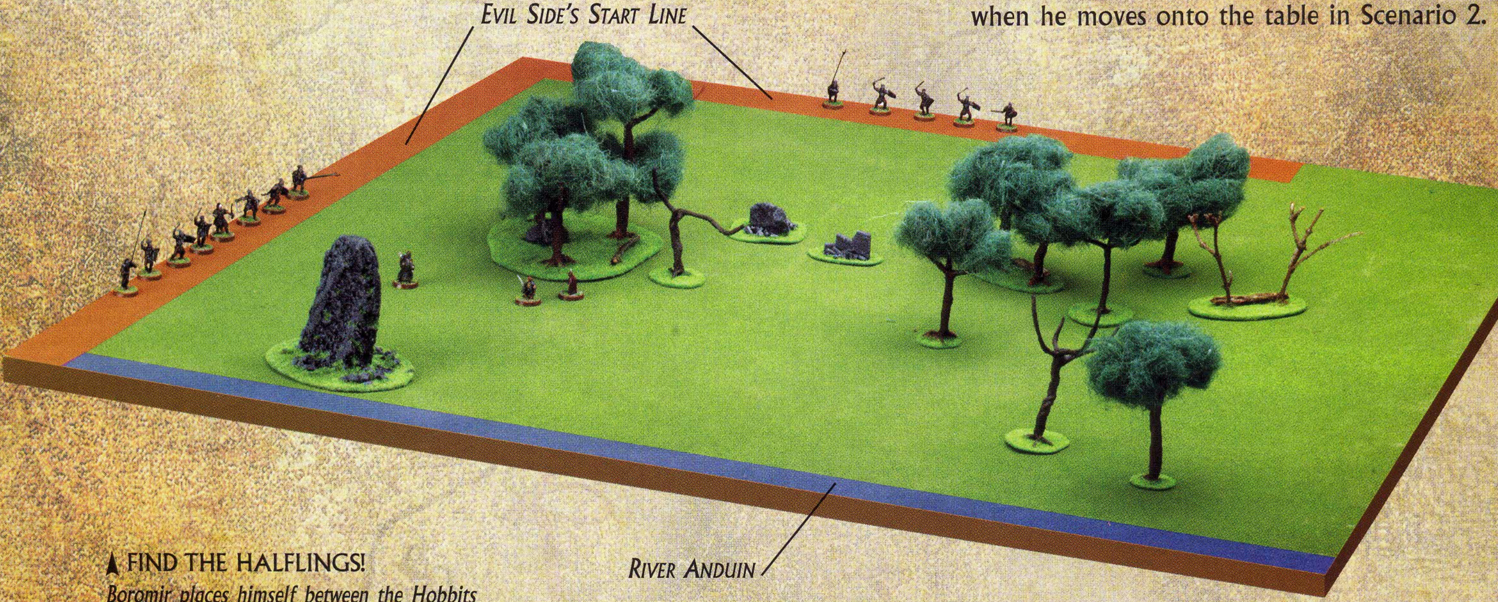
Lurtz leads the charge to capture The Ring of Power for his master Saruman.

Deployment

Merry and Pippin are deployed anywhere within 35cm/15″ of the Evil side's start line (see picture below). Boromir is deployed anywhere within 30cm/12″ of the Evil side's start line. Lurtz and the Uruk-hai are not deployed, but will move on from the Evil side's start line. The Evil side has priority in the first turn of this scenario.

Reinforcements

Keep track of the number of turns expired during this game. Aragorn, Legolas and Gimli will move onto the table in Scenario 2 in the turn immediately after the one in which they left the table in Scenario 1. For example, if Aragorn leaves the table on turn 11 of Scenario 1, he will then enter the table on turn 12 of Scenario 2. These Heroes enter the table anywhere from the Evil side's start line and are in exactly the same condition as they were when they finished Scenario 1 (Wounds suffered, points of Might expended, and so on). In other words, if Legolas suffers one Wound and spends two points of Might in the first scenario, then he will only have one Wound and one point of Might remaining when he moves onto the table in Scenario 2.



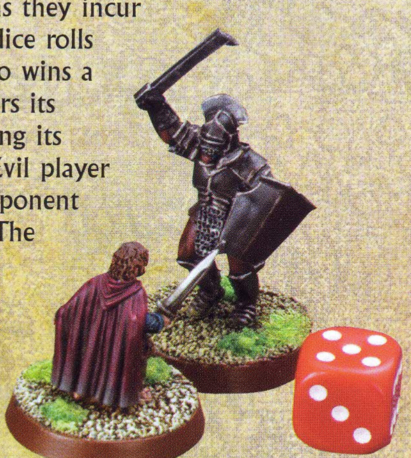
FIND THE HALFLINGS!
Boromir places himself between the Hobbits and the rampaging Uruk-hai.

Special Scenario Rules

The Evil side is trying to capture the Hobbits rather than kill them. Hobbits can only be captured in hand-to-hand fighting, so Lurtz cannot shoot at the Hobbits. However, he is allowed to shoot through Hobbit models (see Pack 9's Playing the Game) if the Fellowship starts to use them as human shields. In this case the Hobbits do not count as being 'in the way' of Lurtz.

Knocking Out the Hobbits

To capture a Hobbit, a combat is fought as normal except that, when fighting to knock out rather than to kill, the Evil models count as being armed only with knives. This means they incur a -1 penalty on their dice rolls when working out who wins a fight. If a Hobbit suffers its final Wound (after using its Fate point), then the Evil player can 'knock out' his opponent rather than slay him. The model retains one Wound but can do nothing. The knocked-out model is lain down to indicate this, instead of being pushed back. An unconscious Hobbit has no zone of control.



Carrying the Hobbits

To pick up an unconscious model, one or two Evil models must begin their move in contact with it, and can move off in that same turn. An unconscious model can be carried by one enemy, reducing his movement by a half, or by two enemies at normal movement speed. Any Hobbits carried to the Evil side's start line count as having been captured. A model cannot carry an unconscious foe whilst doing anything else. Evil models cannot voluntarily drop Hobbits they are carrying, nor can they charge an enemy. If charged, they must drop their burden. Good models cannot shoot Evil models carrying unconscious Hobbits.

Reviving the Hobbits

An unconscious model that is not touching an enemy can be revived by any Good model that ends its move in base contact. The captive revives immediately and can act that turn, but must first rise to his feet (taking half a move).

Evil Models Retreating

In this scenario, if an Evil model has to retreat and there are no Good models in sight, it will retreat towards the closest point of the start line and not towards the closest table edge. Unconscious models are ignored for the purpose of determining direction of retreat (Uruk-hai warriors are not scared of unconscious Hobbits!). If Evil models fail a Courage test while carrying a Hobbit, they retreat carrying the Hobbit. If two models are carrying a Hobbit, take a single test for the two, using the best Courage available.

Alternative Approaches

Another great way of playing this Battle Game is to have two Good players and two Evil players. The scenarios are played simultaneously on two different tables, making sure that turns are played at the same time on both tables. This is easily achieved if the first table to finish a turn waits for the other table before starting the next, so that the turns proceed at the same speed in both scenarios. This makes for an even more fun game, because the Scenario 2 player doesn't know beforehand how many turns he will have before the Heroes arrive!

WINNING THE GAME

The Uruk-hai must capture the Hobbits and carry them off the table from their own start line. The Good side must save the Hobbits by killing all the Uruks on the table before they can leave with their captives.

- If both Hobbits are carried off the table from the Evil side's start line, the Evil side wins.
- If one Hobbit is carried off and the other is saved, the game counts as a draw.
- If both Hobbits are saved, the Good side wins.

Boromir™

Boromir is a courageous warrior, and a powerful member of the Fellowship. With this Pack's miniature, you can recreate many of Boromir's battles. Here we present the simple techniques used to paint this detailed character miniature.

Son of Gondor

In this Painting Workshop we look at how to paint Boromir for use in your Battle Games. Boromir has a simple but effective colour scheme, wearing the distinctive dark uniform of Gondor. Black clothing presents a challenge to the painter, and so here we will look at ways to subtly highlight Boromir's coat. To paint Boromir you will need the following acrylic paints – black, white, silver, red, flesh, gold, brown and green. These paints were included in the first three Packs of *Battle Games in Middle-earth*. Additional paints can be ordered from the Games Workshop website.

◄ BRAVE AND PROUD
Despite The Ring's corrupting influence, Boromir proves to be a noble and valiant warrior.

PAINTING ESSENTIALS

Basic Techniques

You'll know by now how to prepare your model by removing flash, and how to undercoat it using either black paint or black spray undercoat. These techniques were explained in more detail in Pack 9. Most of the techniques used to paint Boromir, such as dry-brushing and black lining, were also covered in that Pack. If you do not have Pack 9, then you can order it from our website – www.the-ring.net.

Before you begin painting, remember to protect your work surface with a layer of newspaper, and to collect all of your painting essentials together. Once this is done, you are ready to begin painting your model.

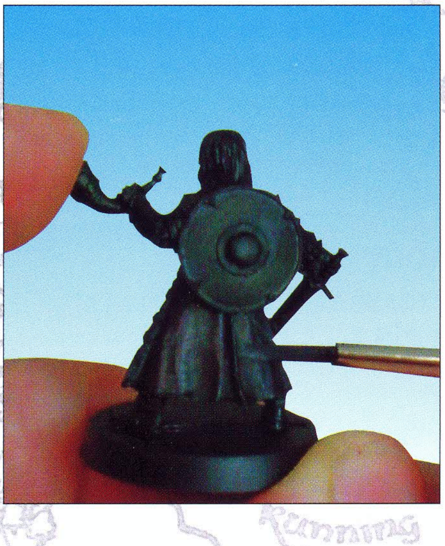
► *All the basic techniques you need are summarised in Pack 9.*

Painting Your Miniature

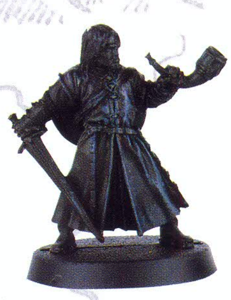
1 Painting the Coat

Boromir's coat and robes make up the largest part of the model, so it makes sense to paint these first. The coat is mainly black, and as such you don't need to paint over the undercoat again! However, because it is such a large surface, it will really benefit from some subtle highlights. We will do this by using a dry-brushing technique very similar to highlighting chainmail. To make the highlights less exaggerated, the dry-brushing should be applied in a much lighter 'dust' than normal.

First, add a tiny spot of white paint to the black to make a very dark grey mix. It is best not to thin down the paint, as a watery consistency is no good for dry-brushing. Put plenty of your mix onto the brush, and then wipe off most of the paint onto a tissue. When highlighting cloth, try to wipe off even more of the paint than usual. Gently draw the brush across the model, leaving the dark grey colour only on the raised areas of the coat. If you can't see any difference, add a little more white to the mix and repeat the process. Continue doing this until you are happy with the highlights. Don't make the highlights too light, however, because on black surfaces the result can look chalky and unnatural.



◄ Several light 'dustings' are better than one heavy dry-brush.



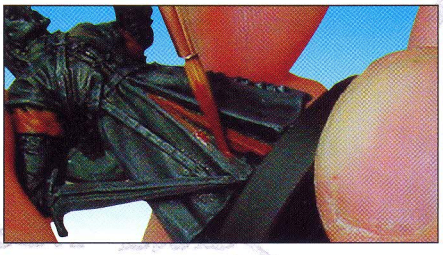
▲ Your Boromir model after dry-brushing the cloak.

TOP TIP

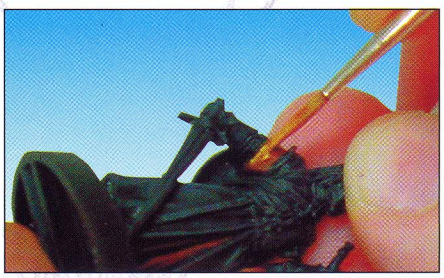
When dry-brushing, the best way to check if you have the right amount of paint on your brush is to gently draw the brush across your fingertip. The paint should stick to the raised lines of your skin, and highlight your own fingerprint. If the mark is too dark, then you need to wipe off some more paint! Obviously this can get messy, so remember to wash your hands before touching anything else.

2 The Under-robe

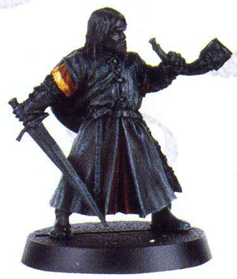
To paint the under-robe, mix some red paint with a tiny amount of brown, to make a dark red. Add a small spot of water to thin the mix, and apply it neatly to Boromir's robe. Once this has dried, take out the gold paint and shake the pot thoroughly to mix the pigment. Using your smallest brush, carefully paint the gold around the edges of Boromir's sleeves. Any mistakes can be rectified by neatening up the area with more of the dark red mix.



◄ Be careful to avoid getting red paint on Boromir's coat.



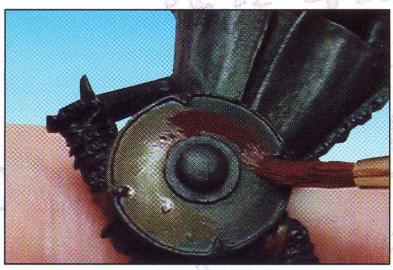
► A steady hand and a fine brush are useful for details like this.



▲ Boromir with all his robes painted.

3 The Shield

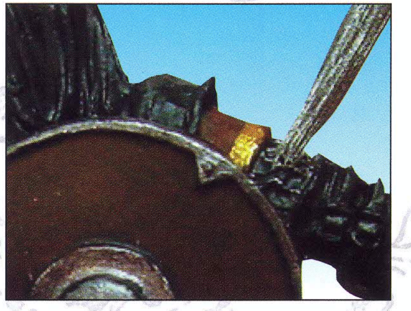
Boromir's shield is a very dark red-brown colour. On your palette, mix equal amounts of red and brown paint. To darken the colour, add a tiny spot of black paint to the mix, before thinning it down a little and painting it onto the model.



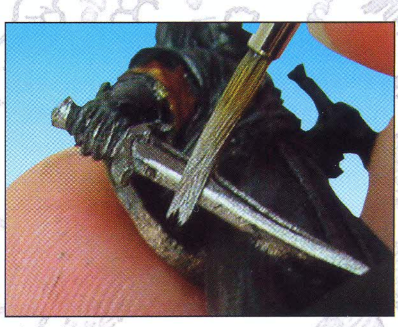
Paint the shield with your dark red mix. Don't worry about being too neat as you will be painting the rim and boss next.

4 Weapons and Armour

Boromir's sword, chainmail and the rim of his shield can all be painted dark silver. Mix a little black paint with silver. Start by carefully dry-brushing the mix onto Boromir's chainmail. The holes in the chainmail should remain black, as with Aragorn's armour in Pack 6. The dark silver mix can be thinned down and applied normally to the other metal areas. Once dry, the edges of the sword can be painted with pure silver paint. This creates the effect of a sharp, gleaming blade. The silver paint can also be used to paint the buttons on Boromir's coat.



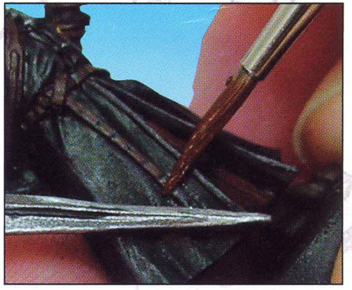
Be careful when dry-brushing such small areas, as it's easy to make mistakes.



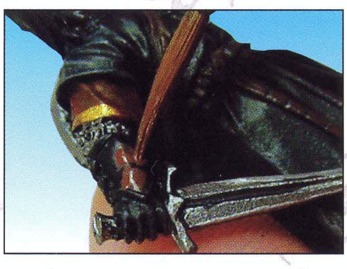
Edge the sword with silver paint, with the technique used for painting Uruk-hai armour (see Pack 4).

5 The Belts, Straps, Boots and Gloves

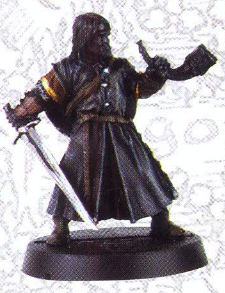
The leather areas on Boromir are a dark brown colour, and look good painted neatly with brown paint. The belt that hangs down from the model's waist is best painted a square at a time, leaving a line of the black undercoat showing through in the recesses. The gloves are in two parts – the hands, which are black and can be dry-brushed in the same way as the coat, and the bracers, which are brown. To make the bracers stand out from the rest of the leather areas, we added a tiny amount of flesh paint to the brown to lighten it. You can try the same black lining effect on the bracers as you used on Aragorn in Pack 6.



Paint the belt in square sections.



Paint the bracers with a slightly lighter mix, and use the black lining technique to add definition.

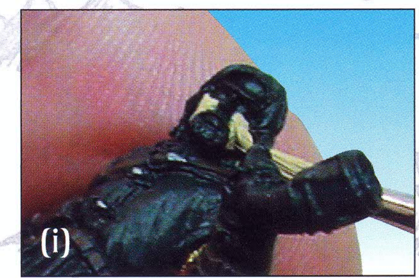


This is how your model will look at the end of Step 5.

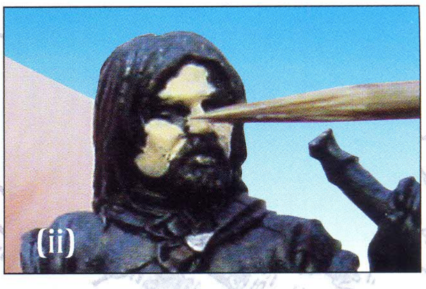
6 Face and Hair

On a model that has primarily dark colours like Boromir, the face is the focal point. As such, you should try to be as neat as possible when painting it. Using the flesh colour, paint the face, leaving a narrow black line around the nose and the eyes (pic i and ii). Don't worry if you go over the hair or beard, as you will paint those areas next.

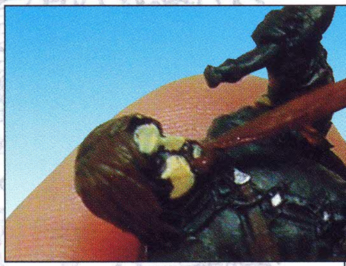
Using a mix of brown and flesh, paint the hair and beard. Next, add a little white to the mix, and dry-brush the hair. Be careful to avoid getting the paint on any of the clothing or the skin. Once the hair is dry, use the flesh paint to colour in the exposed left ear.



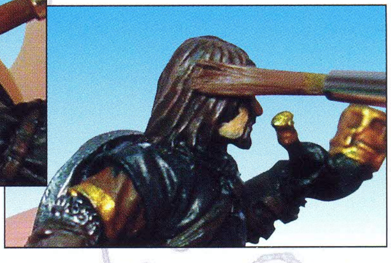
▲ *Neatly add colour to the face with flesh paint.*



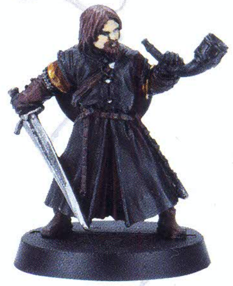
▲ *Using the black-lining technique, allow the undercoat to provide shading.*



▲ *Paint the hair and beard brown.*



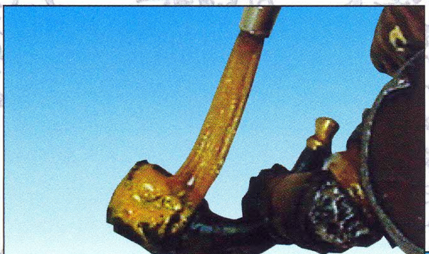
▲ *Dry-brush the hair and beard with a light brown mix.*



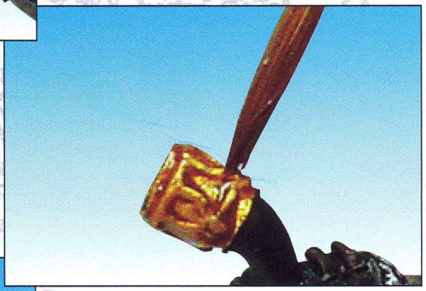
▲ *Boromir with his face and hair completed.*

7 The Horn of Gondor

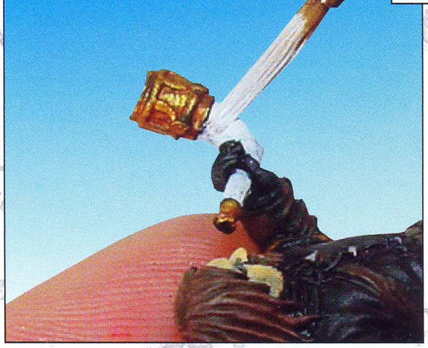
The horn is split into two sections – the metallic decoration, and the main, bone-coloured section. The metal areas are painted first with gold. Once dry, this can be given a wash with very watery brown paint. Allow the model to dry before moving on to the horn itself. The horn can now be painted white, but be careful to avoid the gloves and metal areas. You may need more than one coat to get a good, even coverage on the white areas.



◄ *Paint the metallic trim of the horn with gold.*



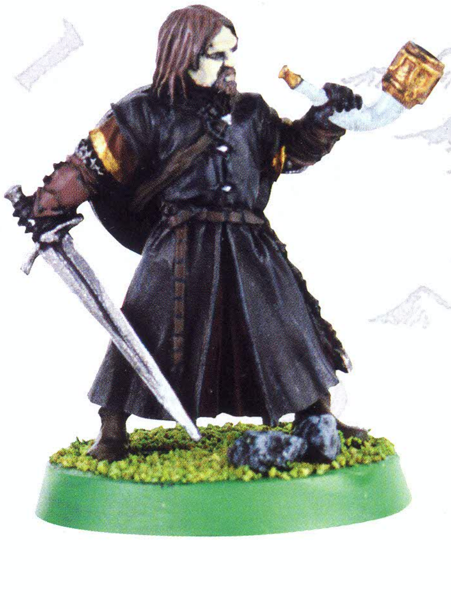
► *A brown 'wash' will shade the gold sections.*



▲ *The main section of the horn is white bone, and for this we used pure white paint, applied in several thin layers.*

8 Basing the Model

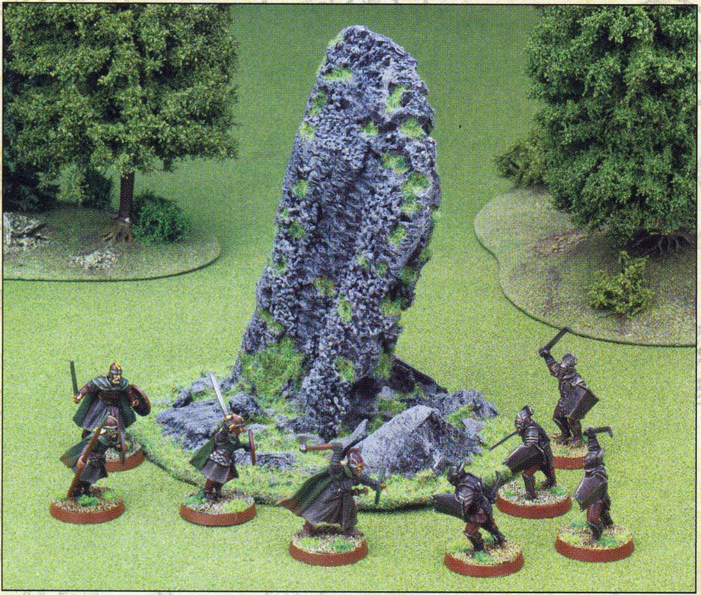
Paint and flock the base as usual, adding any details you like, such as rocks. Once this is done, Boromir is finished, and ready to fight for the realm of Gondor.



► *Your finished model, ready for battle.*

Making a Standing Stone

The lands of Middle-earth have endured through many ages, and this step-by-step guide will show you how to create an ancient monument from long ago. Making a weather-worn standing stone is fun and not as difficult as you might imagine.



◄ STANDING STONE
Uruk-hai battle Rohirrim by an ancient standing stone.

Creating Scenery

In this Pack's 'Modelling Workshop' we will be showing you how to make an authentic-looking standing stone to add a touch of realism to your battlefield. The finished result (shown left) has a textured base, with small rocky outcroppings and a mossy, grassy covering that adds to the naturalistic appearance of the model. The main material from which the scenery piece is constructed is a sheet of polystyrene, which is then sanded and painted to create a stone-like effect. All of the various materials and tools needed to create the standing stone are listed below, and can be obtained from DIY stores, builder's merchants, or the Games Workshop website.

You Will Need

Modelling clippers
PVA glue
Sand and gravel
Static grass
Black and white acrylic paints
Old paintbrush
Junior hacksaw

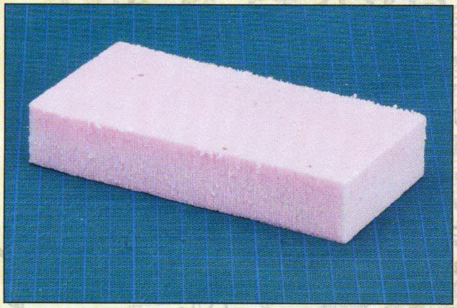
Available from the Games Workshop website

Ruler
Card (1mm thick)
Handful of small pebbles
Coarse sandpaper
Compressed or expanded polystyrene
Felt-tip pen

All available from your local DIY store or builder's merchant

❶ Cutting the Block

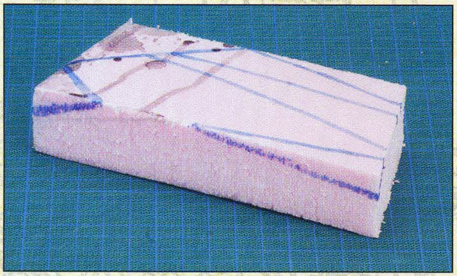
To begin, cut the polystyrene foam into a block that is roughly brick shaped, using a junior hacksaw. Ours was approximately 14cm/6" long, but the exact size isn't important.



➤ To begin, you'll need to cut a piece of polystyrene foam to the required shape.

❷ Making the Shape

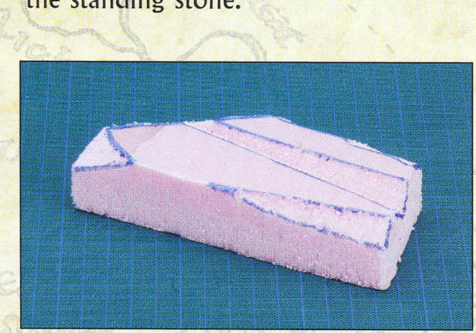
Mark out the rough shape of the standing stone on the styrene with a felt-tip pen – the lines will act as your cutting guide. We've also marked areas where large chunks of the styrene will be cut out to produce an uneven surface – just like that of a real rock. To help give the impression that the standing stone is very old and sinking to one side in the ground, cut the bottom off at a rough angle.



➤ Mark up the styrene block with a felt–tip pen as shown here to create a clear guide for cutting.

❸ Cutting Out the Stone

With a junior hacksaw, carefully cut away the styrene you have previously marked. It's worth taking your time to make sure you do this safely and accurately. With the sections cut away, the styrene starts to become more contoured and you can already begin to see the shape of the standing stone.



➤ Cut away pieces of styrene along the marked block using a junior hacksaw.

MODELLING MATERIALS

Compressed and Expanded Polystyrene

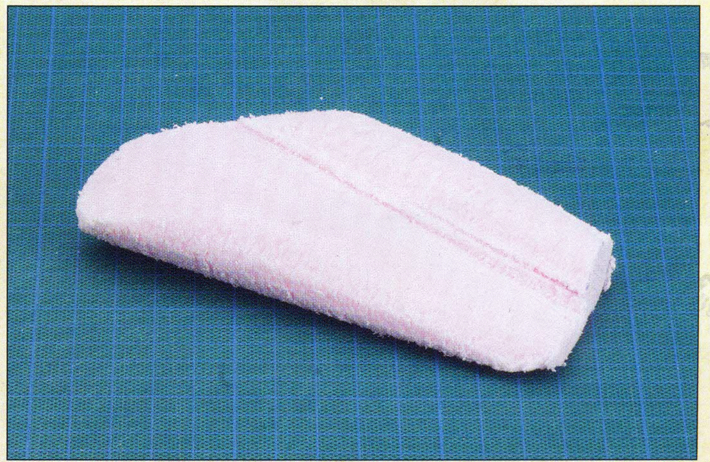
Compressed polystyrene is commonly used as building insulation and is often coloured pink or blue. It can be purchased from builder's merchants or large DIY stores. Being sturdy, lightweight and fairly easy to cut, it is ideal for modelling. You must only use water-based paints and glues on it though, as other sorts of paint and glue can melt it.

Expanded polystyrene is the sort used to pack electrical consumer goods and is white in colour. It is also available from builder's merchants and some DIY stores. It is not as sturdy as compressed polystyrene and snaps easily. It also creates a lot more mess when being sanded. We have used the compressed type of polystyrene but you could just as easily use expanded. However, you must be more careful when modelling and playing with it.

❹ Sanding the Block

Use some coarse sandpaper to gradually smooth down the sides and edges. The sandpaper will slowly remove layers of the styrene and the block will become more rounded. Take your time and remember to sand the block gently – if you apply too much pressure, there is a good chance that the styrene may break in half in your hands!

Using sandpaper on styrene like this will create a lot of mess. It's a good idea to cover your work area with newspaper before you start any modelling project. This will catch any falling debris and make tidying up afterwards much easier.

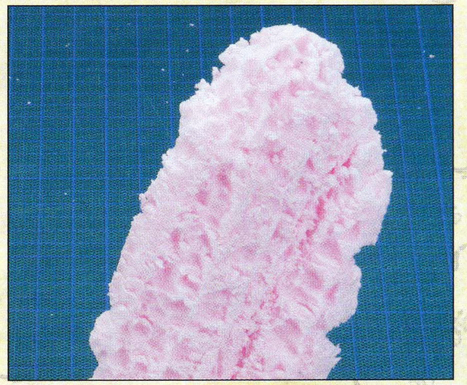


▲ A real standing stone would have been worn smooth by centuries of exposure to the elements, and so would have very few sharp, angular edges.

5 Adding Texture

Now that you've cut and sanded the block, it's time to add some texture to the surface of your scenery piece to make it look more realistic.

Using the sharp ends of your modelling clippers, gouge out small chunks from the surface of the styrene block to create a 'pock-marked' effect. You can also gently drag the blades of the clippers in a downward motion to give the impression of weathering on the stone's surface. Don't be afraid to cut out lots of chunks – the more craggy, eroded and weather-beaten it looks the better – just like a real, ancient standing stone.



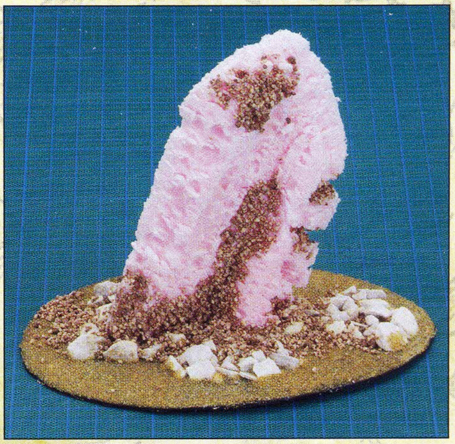
◄ To create a weathered and worn effect, use a pair of modelling clippers to dig out holes in the styrene block.

6 The Base

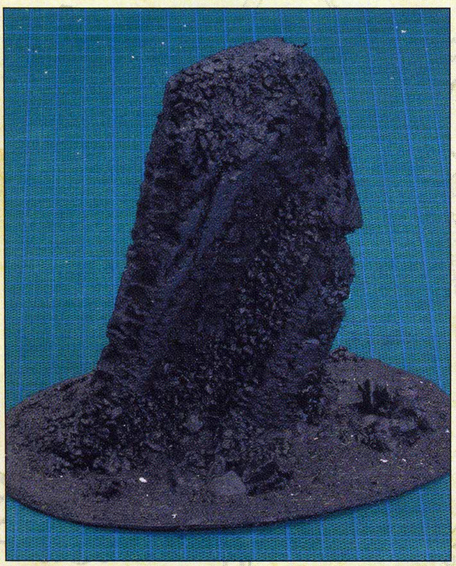
Your standing stone is now ready to be based. Cut an oval shape out of your card. Make sure it's big enough to be able to support the standing stone. Use neat PVA glue to stick the styrene onto the card, leaving the glue to set for at least two hours before carrying on.

Next, using neat PVA glue, take some small pebbles and stick them around the base of the styrene stone. These smaller stones will add realism and help to break up the edges of the model's base.

Lastly, use a large paintbrush to paint PVA glue all over the cardboard base, and then cover it with a mix of sand and gravel. You can also paint the glue onto areas of the styrene to stick sand onto it – this adds even more texture. Your standing stone model is now fully textured. Leave it to dry overnight. Remember to clean your brush thoroughly with water to remove all of the PVA glue.



◄ Once the standing stone has been attached to the base, texture can be added by applying a sand and gravel mix.



7 The Undercoat

Paint the entire model with your black paint. Once this undercoat has dried you can go back and touch up any areas that you missed the first time.

NB Don't use a spray to undercoat any polystyrene, compressed or otherwise. The chemicals in the spray will react with the styrene and cause it to warp and melt. This will ruin your model!

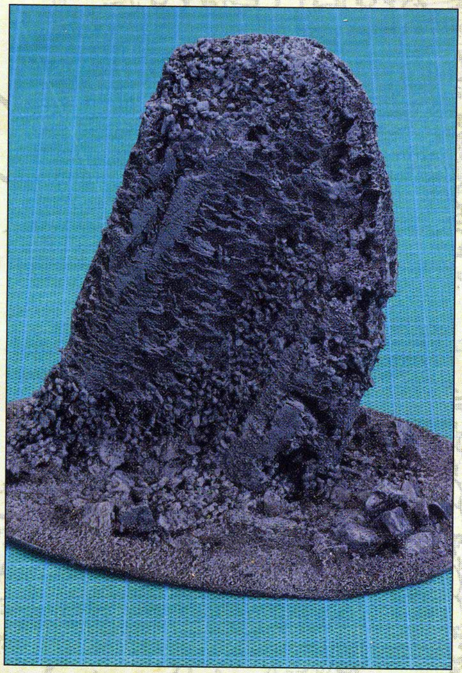
◄ It is a good idea to use an old brush when undercoating the stone, as the large amount of paint involved will soon ruin a new brush.

TOP TIP

The small brushes you use on your miniature warriors are not suitable for painting a large model such as this standing stone. A better choice is the type of brush used for home decorating. This will last much longer and allow you to paint the model much faster. 3-5cm/1-2" is about the right size of brush.

8 Painting the Standing Stone Grey

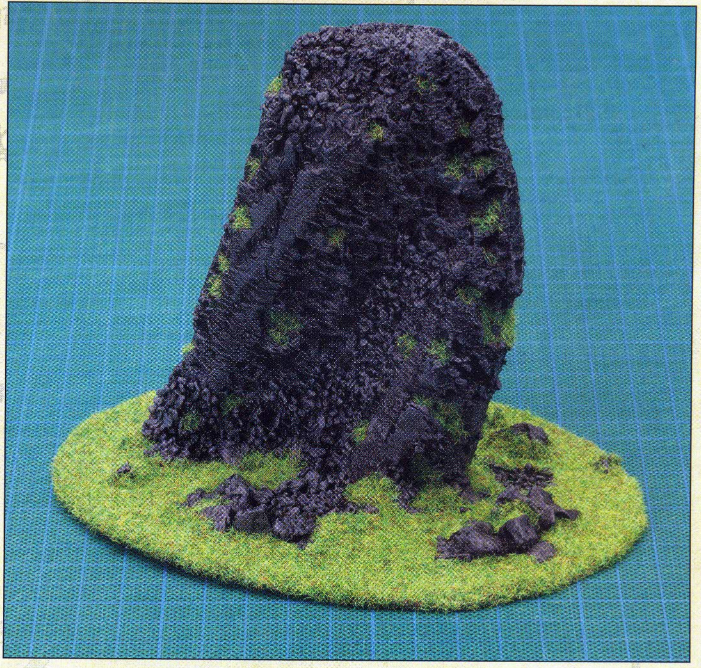
Mix one-part black with two-parts white paint to make a grey colour. Dry-brush the grey over the entire surface of the model and base. Once the paint has dried, mix up another grey colour, this time adding more white to the mix for a lighter shade of grey. Dry-brush the light grey over the standing stone and pebbles to highlight the edges of the rocks.



➤ Use the dry-brushing technique to give the standing stone a weatherbeaten look.

9 Finishing Off

Your standing stone is almost complete. Paint PVA glue over the sand base and cover the glue with the static grass. Leave it to dry for about two hours. Afterwards, shake any surplus grass off the model. You can also use the glue to stick small clumps of static grass onto the standing stone to create the effect of grass and moss growing upon it.

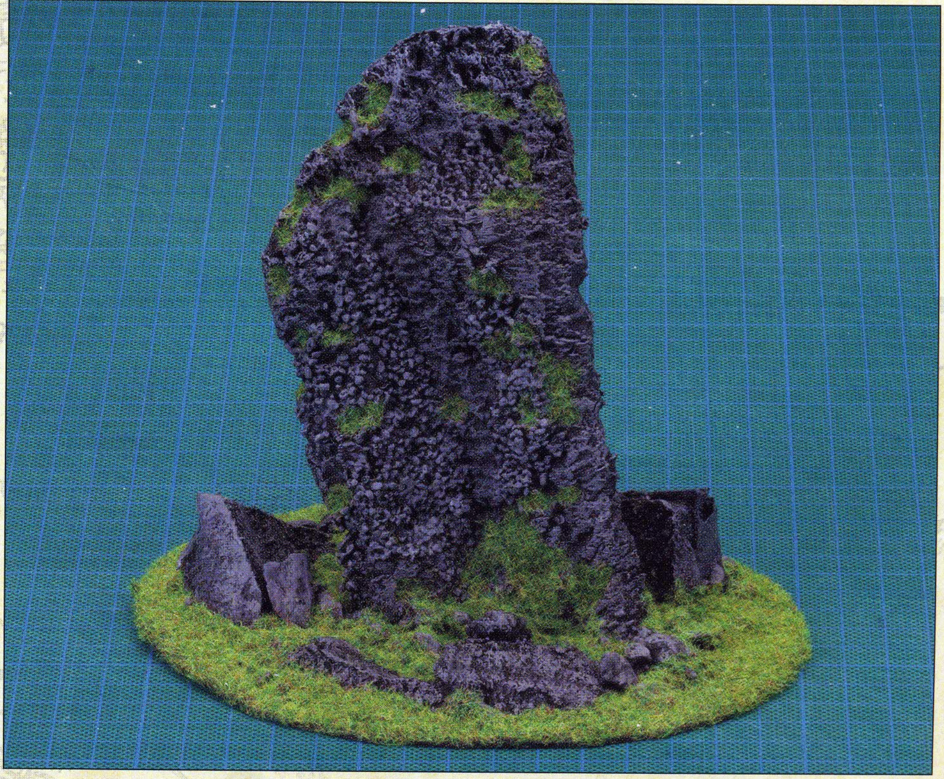


➤ Sticking static grass to the sand-covered base of your scenery piece creates the illusion of earth with grass growing from it.

Alternative Approaches

Experimenting with Shapes

You can create all manner of stone shapes and terrain models with off-cuts of the styrene. This example (shown right) was created following the same stages as the standing stone in this Modelling Workshop, but features larger rocky outcrops, more grassy texturing, and angular, sharper contours. Experimentation is part of the fun of creating scenery for your battlefield, so don't be afraid to try new approaches!



➤ Varying the textures, shapes and contours of your scenery pieces will help to add diversity to the look of your battlefield.

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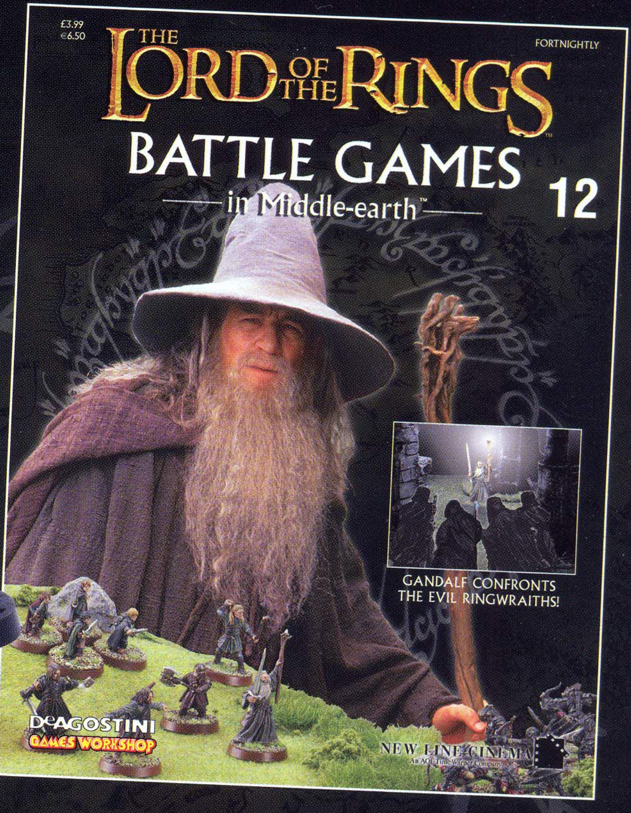
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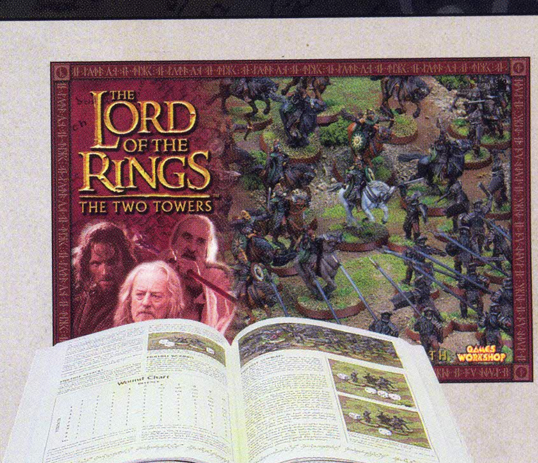
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